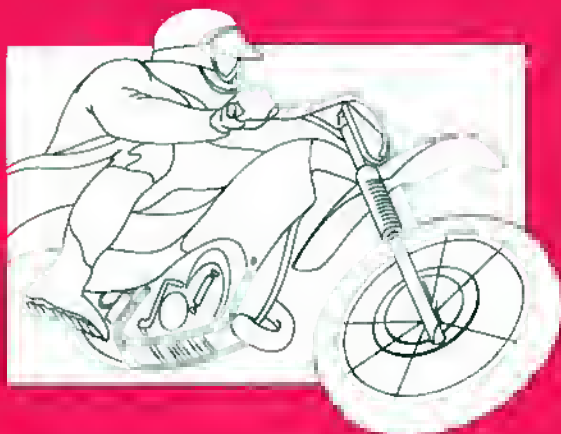


EXCITEBIKE™



Official Scorepad and Design Mode Log

Created exclusively for Nintendo Fun Club™ Members. Use these scoresheets to enter the Fun Club High Score Competition.

Nintendo

How to use your Official Excitebike Scorepad

Whether you race alone or against other motocross racers, the Official Excitebike Scorepad lets you evaluate your race—even design your own course—just like the pros.

Like a pro, your goal is to beat the clock. On each scoresheet you'll find spaces for your name, date of race, selection A (solo race) or B (against other racers), track number, and finish time. Filling out this information lets you keep track of your past races and shows your rate of progress.

Draw the courses you design

If you choose to design your own racecourse, use the Design

Mode Log at the bottom of the scoresheet to "draw" it. Simply write down the letters that correspond to the race obstacles, and how many bales of hay there are between each obstacle.

Since your Nintendo® Entertainment System™ does not save player-designed racecourses after the Control Deck has been turned off, your "drawing" will help you recreate that same course whenever you want to use it again.

Here's an example of a race-course "drawing":

D 5 **L** 3 **C** 2 **C**

How to enter the Nintendo Fun Club High Score Competition

1. Fill out your name, date of race, race selection, track number, and finish time on an Official Scoresheet. (Sorry, only selection A solo races on pre-programmed tracks 1-5 can be entered in the competition.) Circle your best time.

2. Take a photograph of your TV screen showing your finish time.

For best results, turn off all the lights in the room, do not use a flash, and use a 35mm camera if possible.

3. Mail both the photograph and your Official Scoresheet to:

Nintendo Fun Club
High Score Competition
P.O. Box 957
Redmond, WA 98052



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EXCITEBIKE™

OFFICIAL

S • C • O • R • E • S • H • E • E • T

Name of Player	Date of Race	Selection (A or B)*	Track No.	Finish Time
_____	_____	_____	☐	: :
_____	_____	_____	☐	: :
_____	_____	_____	☐	: :
_____	_____	_____	☐	: :
_____	_____	_____	☐	: :
_____	_____	_____	☐	: :
_____	_____	_____	☐	: :
_____	_____	_____	☐	: :

*Selection A lets you race solo, selection B lets you race against other motocross riders. Only selection A (solo) races on pre-programmed tracks 1-5 can be entered in High Score Competition.

DESIGN MODE LOG

Designer _____

Date _____

Laps

Finish Time

The letters A through S on your design mode screen stand for different obstacles. Each bale of hay on the top of the track is a unit of measurement. To "draw" the racecourse you're designing, write the first obstacle letter in the first box. Then, count how many bales of hay until the next obstacle and write that number in the first space. In the second box, write the second obstacle letter, and so on. (For an example of how to "draw" your racecourse, see inside front cover of this pad.)